

WHAT IS CLAIMED IS:

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Claim 1. A method of operating a gaming machine having a ticket printer therein comprising:

- a) a player participating in a conventional game of chance on the gaming machine; and
- b) whenever the player achieves a predetermined arrangement of symbols during the play of the conventional game of chance, by means of the ticket printer awarding the player a prize from the group essentially consisting of a keno ticket, a lottery ticket, a sweepstakes ticket, an entry into a prize contest, and a redeemable coupon.

Claim 2. The method of Claim 1 in which the gaming machine is a slot machine.

Claim 3. The method of Claim 2 in which the predetermined arrangement of symbols is three ticket symbols.

Claim 4. The method of Claim 1 in which the gaming machine is a video poker machine.

Claim 5. The method of Claim 4 in which the predetermined arrangement of symbols occurs in a final hand for the player.

Claim 6. The method of Claim 5 in which the final hand is a Royal Flush.

Claim 7. The method of Claim 4 in which the predetermined arrangement of symbols occurs in a starting hand for a player.

Claim 8. The method of Claim 7 in which the starting hand is a Ten High hand or lower.

Claim 9. A method of operating a gaming machine having a ticket printer therein comprising:

- a) a player participating in a conventional game of chance on the gaming machine; and
- b) at a randomly determined occurrence during the play of the conventional game of chance, by means of the ticket printer awarding the player a prize from the group essentially consisting of a keno ticket, a lottery ticket, a sweepstakes ticket, an entry into a prize contest, and a redeemable coupon.

Claim 10. The method of Claim 9 in which the gaming machine is a slot machine.

Claim 11. The method of Claim 9 in which the gaming machine is a video poker machine.

Claim 12. A method of operating a gaming machine having a real time connection to a global communication network such as the world wide web comprising:

- a) a player participating in a conventional game of chance on the gaming machine;
- b) whenever the player achieves a predetermined arrangement of symbols during the play of the conventional game of chance, awarding the player a prize; and
- c) connecting the player to at least one gaming award location on the global gaming network and allowing the player to select his prize from among prizes shown on the gaming award location.

Claim 13. The method of Claim 12 in which the gaming machine is a slot machine.

Claim 14. The method of Claim 13 in which the predetermined arrangement of symbols is three ticket symbols.

Claim 15. The method of Claim 12 in which the gaming machine is a video poker machine.

Claim 16. The method of Claim 15 in which the predetermined arrangement of symbols occurs in a final hand for the player.

Claim 17. The method of Claim 16 in which the final hand is a Royal Flush.

Claim 18. The method of Claim 15 in which the predetermined arrangement of symbols occurs in a starting hand for a player.

Claim 19. The method of Claim 18 in which the starting hand is a Ten High hand or lower.

Claim 20. A method of operating a gaming machine having a real time connection to a global communication network such as the world wide web comprising:

- a) a player participating in a conventional game of chance on the gaming machine;

- b) at a randomly determined occurrence during the play of the conventional game of chance, awarding the player a prize; and
- c) connecting the player to at least one gaming award location on the global gaming network and allowing the player to select his prize from among prizes shown on the gaming award location.

Claim 21. The method of Claim 20 in which the gaming machine is a slot machine.

Claim 22. The method of Claim 20 in which the gaming machine is a video poker machine.